

Virtua Fighter 2

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Notes

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And Then There Were 10...



One year has passed since eight of the world's toughest, fastest fighters challenged each other in the World Fighting Tournament. Lau Chan may have won the championship, but all of the fighters gained something. Each fighter's limits and shortcomings became crystal clear. Some made new friendships; others developed intense rivalries. All gained valuable fighting experience before they left the arena and went their separate ways.

Now, one year later, the call has come again: ten cordial invitations to the second World Fighting Tournament. Ominously, no RSVP's are requested-as if anyone would be foolish enough to back out. Could the sinister Judgement 6 cartel

be behind all this? Whatever new and formidable moves and techniques these accomplished fighters may possess, they all share one thing: the suspicion that this time, the stakes will be higher than ever.

After a year of hard training, Akira Yuki is back to try out his new moves and to fight the decisive battle against new-found rival Wolf Hawkfield. Hong Kong film star Pai Chan returns for another chance to defeat her father, Lau Chan, who has returned to defend his title. Pancratium master Jeffry McWild fights to preserve his livelihood. The ninja Kage-maru returns on both official and family business, as he seeks to break the cover and discover the secrets of the mysterious syndicate that pulls the strings of the World Fighting Tournament. Jacky Bryant has come to rescue his sister, Sarah, who ironically- has been brainwashed and carefully trained to eliminate him. Master of Drunken-style kung fu Shun-di arrives to try his skills against the hottest young fighters in the world, while Tourou-ken, expert Lion Rafale, fights for his freedom.

Who will emerge victorious this time?

System Requirements

Operating system:	Windows®95
CD-ROM:	2x (4x recommended)
Minimum CPU Type:	Pentium® processor, 90 Mhz
Memory:	16MB
Graphics:	SVGA, supports 16 bit high color (256 colors required)
Sound Card:	Sound Blaster 16 or compatible
Other:	Keyboard, Windows 95 Compatible joystick or Game Pad

Getting Started

Virtua Fighter 2 runs under Windows 95 only.

To Play Virtua Fighter 2 under Windows 95, follow these steps:

1. Place the Virtua Fighter 2 CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.



The first time you insert the Virtua Fighter 2 CD-ROM, the dialog box will give you the option of installing the game or exiting the program. Select INSTALL to begin the installation process. Here you can elect to perform a "Full" install (most of the program is stored to your hard drive for better performance) or perform a "Minimum" install (part of the program runs from your hard drive and the rest runs on the CD). If you do not wish to install Virtua Fighter 2 at this time, select CANCEL.

Under Windows 95, the Virtua Fighter 2 installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Virtua Fighter 2 will create a new program group called Virtua Fighter 2 and place the Virtua Fighter 2 program in that group.

Welcome Screen

Here you elect to Play, (Re) Install, Uninstall and/or Exit the Virtua Fighter 2 program.



Once Virtua Fighter 2 is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, (Re) Install, Uninstall or Cancel. Click Install to Reinstall Virtua Fighter 2, select Uninstall if you wish to remove Virtua Fighter 2 from your system, or CANCEL to take no action. See “Using Menus,” below for more information on starting or resuming games.

1. Configuration:
Minimum Installation, 45 Megabytes;
Medium Installation, 295 Megabytes;
Full Installation, 370 Megabytes.



2. Get Destination Path: Choosing Directory-Where you want to install game.



3. This program uses Direct X3. If you already have Direct X3 installed, do not install Direct X3, Direct X has been known to overwrite certain video

and sound drivers improperly. If you already have Direct X3 installed, choose, “Do not install Direct X.” If you do not have Direct X3 installed, choose “install Direct X.” If you experience any video or sound problems with Virtua Fighter 2, go to the trouble shooting section of this manual on page 37. If you have an earlier version of Direct X installed, you'll need to install Direct X3.

Using Menus

When you play Virtua Fighter 2 in a small window, you will be able to access the menu items at any time. In Full screen mode, you can bring up the menu-bar by pressing F3 which will pause the game. To access a menu, move the arrow pointer to the menu title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button. Each menu and its options is described on the following pages:

Main Game Menu

To get to Menu Structure, first pause game by hitting F3, then use the mouse or Alt to bring up the menu options.

Game

Save Replays

Use to save replays for Playback Mode.

Restart (Alt + F2)

Restart the game at any time.

Pause (F3)

Pause the game at any time.



Network Settings (F9) Brings up Link game options.

Exit (Alt + F4) Exit the game at any time.

Graphic Settings

Interlace	OFF	ON
Screen Mode	Resolution/Color Depth.	

Go from window to full screen viewing. Press F6 again to return to window mode. Choose from 320x240 low resolution with 256 colors to 640x480 high resolution with 16 bit high color (over 65,000 colors).

Screen Size

Full Screen	Play Virtua Fighter 2 on every pixel on your screen in Full Screen Mode.
Quarter	A full screen mode where one-quarter of the screen is used to maximize speed.
Model 2	Play in the video mode direct from the Model 2 arcade architecture.

B.G.(Background) Stage Quality

The lower the level B.G., the faster the game performance.

High Level B.G.	You will get 2 levels of parallax scrolling in the background and high detailed backgrounds.
Mid Level B.G.	Backgrounds will have one level of parallax scrolling.
Low Level B.G.	No levels of Parallax scrolling, but still very high details backgrounds.
Simple Level B.G.	This background setting allows for optimal speed of gameplay.

Stage Quality

Determines texture of stages.

High	A very detailed textured stage
Low	A textured stage with less detail than the high detailed stage
Simple	A flat shaded and one colored stage

Stage Select

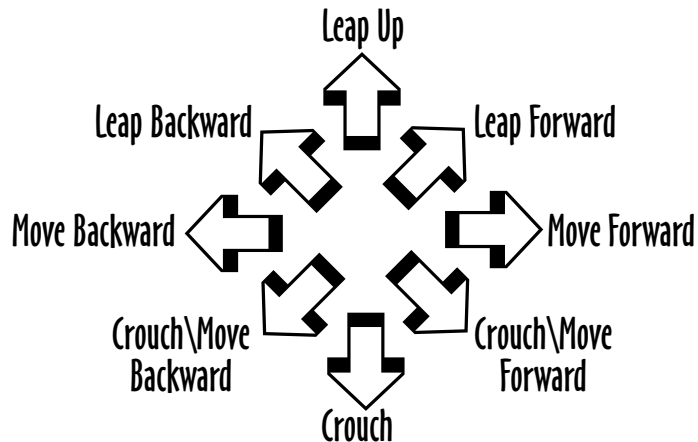
Choose different stages.

There are 13 stages to choose from and each character has a specific stage.

Note: You can access all of these options and more by hitting F5 or F6 on the character select screen. To access Controller Settings and Game Options press F5. To access Graphical Options press F6.

The Basics

Here are the basic movements for the keyboard and Gamepad/Joystick. All instructions for a fighter facing RIGHT. Reflect the instructions for a fighter facing LEFT.



Matrix

Action	Keyboard Player 1	Keyboard Player 2	Game Pad\Joystick
Left	A	Left Arrow	Left
Right	D	Right Arrow	Right
Up	W	Up	Up
Down	S	Down	Down
Block	A	Delete	Button 1
Punch	B	End	Button 2
Kick	C	Page Down	Button 3
Start	Z	Enter	Button 4/Start Button

To change your input device to joystick, make sure your gamepad/joystick is properly configured and calibrated under the Windows 95 control panel. Then, hit F5 on the character select screen.

Key

Use the following key to read the control assignments in the Main Moves and Virtua Fighters sections. (Refer to the Matrix for the corresponding button/key assignments on your controller type.)

- Dark Arrows:

Press and Hold key/button in that direction.
- Regular Arrows:

Press and Release in that direction.
- A: Block B: Punch C: Kick

[+]:

Simultaneously (e.g., “[A+C]” means “Press Block and Kick simultaneously”)
- Punch Punch Punch...

Rapid tap (e.g., repeatedly tap Punch as fast as possible)



Main Moves

Quick Step: LEFT LEFT OR RIGHT RIGHT
Quickly press twice LEFT or twice RIGHT for a quick step in those directions.

Dash/Retreat: LEFT Hold LEFT or RIGHT Hold RIGHT.
Press twice RIGHT or twice LEFT.

Throw (All character): [Block + Punch]
If you're within grabbing range of your opponent, press Block and Punch SIMULTANEOUSLY to throw your opponent. Throws vary according to fighter.

Mid-Level Kick: RIGHT/DOWN Kick
Quickly press RIGHT/DOWN, then press Kick. This kick can damage an opponent who is in a crouching guard position.

Quick Stomp: UP + Punch or Hold UP + Punch Punch Punch...
Press UP and Punch simultaneously to jump or stomp on a fallen opponent.



Quick Saves

When you're knocked off your feet, you'll get up automatically after a few seconds, but during that time your opponent might try to stomp on you. Use these moves to save yourself.

Recovery

- Quickly Stand Up Straight:

LEFT RIGHT (rapidly toggle LEFT and RIGHT)
- Roll Backwards Away From Opponent:

Hold LEFT
- Roll Away to Side:

Block Block Block...
- Spring Up Onto Feet:

Hold UP

Kick Recovery

- Recover With High Or Vertical Kick:

Kick Kick Kick...
- Recover With Sweep Kick:

Hold DOWN Kick Kick Kick...
- Roll Away To Side + Sweep Kick:

Block Kick Block Kick Block Kick...

Game Modes

Arcade Mode: Select a character and take on all challengers—just like at the arcades.

VS Mode: You and a friend choose your favorite character and play head-to-head until the bitter end. Note: A VS game can be canceled during play by holding DOWN the Block, Punch, Kick, and the Start keys/buttons simultaneously or pressing Punch on the Character Selection Screen.

Expert Mode: A one-player mode against the computer which allows it to use all the tricks and patterns it's learned while playing against you.

Ranking Mode: A one-player game where you play until you lose and then get scored for your fighting skill and style.

Team Battle Mode: Allows you to organize a match between two teams of three or five players. Play against the computer, or set up a tournament with up to nine friends.

Watch Mode: Allows you to watch randomly picked opponents battle it out and learn about their fighting style. This mode is for viewing only.

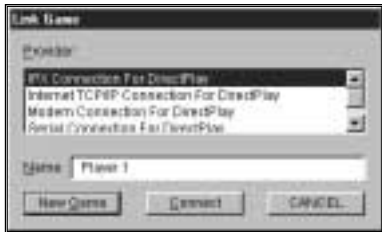
Option: Lets you configure parts of your game, view fighter stats or sample the game's sound and voice tracks.

Playback Mode: Allows you to play back the replays that you've saved.



Portrait Mode: See portraits of your favorite fighters.

VS Mode for Multiplayer Matches: Allows you to play head to head via IPX/LAN, TCP/IP, modem or serial link.



Team Battle Mode for Multiplayer: Allows you to organize a match between two teams of three or five players over IPX/LAN, TCP/IP, serial link or modem.

IPX: Link up with a friend over a local network.

TCP/IP: Play anyone over the internet or on local area network. Enter the IP address of the session host you wish to challenge or to see a listing of anyone looking for a game. Run “winipcfg” to get your IP address. (Note: You must have the TCP/IP protocol installed for Windows 95 (under Network Properties) to have winipcfg installed.)

Serial Link: Play head to head over a cable link between two communication ports.

Modem: Play against a friend over the phone lines. We recommend at least a 14.4K Baud Modem for modem play.

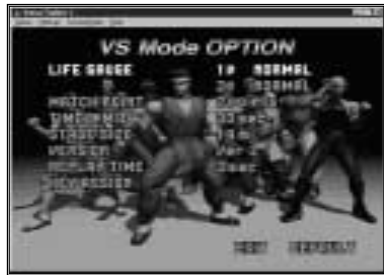
Options Menu

Life Gauge: Alter the length of your fighter's Life Gauge. The longer the Life Gauge, the less damage your fighter takes per hit.

Match Point: Select the number of rounds you want to use to decide a fighter's victory. Choose from one to five points.

Time Limit: Choose how long you want your match to last. 10, 20, 30, or 60 seconds. Choose NO LIMIT to turn the timer off.

Enemy Level: (Arcade Mode only): How tough do you want your opponent to be? Choose from EASY to EXPERT.



Continue: Turn this option ON for a continuous challenge, just like at the arcades. Turn the option OFF to return to the Title screen after the game ends.

Sound Test, Voice Test, Music Test: Listen to the music, voices, and sound effects used in the game.

Record: Displays the Record screen where you can view stats on all the fighters in the game.

Version: Toggle between Virtua Fighter version 2.0 and Virtua Fighter version 2.1.



Button Reassignment: Use this feature to configure the buttons on your keyboard. Select this option and press the Start, Block, or Kick buttons to bring up the Button Reassignment screen. There are three different settings available, or you can customize your Controller with the Edit feature. Each player selects the desired setting by pressing the arrow LEFT or RIGHT. Press Block, Kick or Start to enter the desired setting or Punch to cancel, then press Start to return to the Option menu.

To customize your controls, press LEFT or RIGHT until the EDIT screen appears, then press Block, Kick, or Start. The first function (Button A: Block) begins flashing. Press the arrow LEFT or RIGHT to cycle through the available functions. To select a function and go on to the next control, press the button you wish

to configure next. Repeat the above steps. Press Start to exit the Edit feature and return to the Option menu.

Backup Data: Access this feature to see stats on all the fighters in the game. Choose a record from the menu by pressing the arrow UP or DOWN, then press Block, Kick or Start. To return to the menu, press Punch. Press again to return to the Option menu. To clear the records, Press Control and “D” simultaneously.

VS Record: Shows each fighter’s number of victories and losses.

Time Record: Shows the time spent for each arcade mode victory.

Ranking Record: Shows each fighter’s ranking mode performance.

Learning Data: To erase what the computer has learned about your ability. For Expert Mode only.

Default: Select Default and press Block, Kick or Start to return your options to their default settings.

Note: You can access all of these options and more by hitting F5 or F6 on the character select screen. To access Controller Settings and Game Options press F5. To access Graphical Options press F6.

Select Player



When you choose a mode of gameplay, the Player Select screen appears next. Highlight the desired player by pressing the RIGHT or LEFT keys, and select that player by pressing the Block, Punch or Kick keys/buttons. You have 20 seconds to select a fighter. When the timer runs out, the highlighted fighter is automatically selected.

Note: In VS game, both players can select the same fighter, if desired.

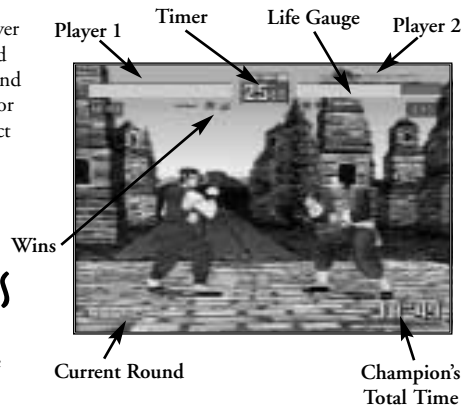
Fight Progress & Indicators

Life Gauge: The green bar on this gauge gets smaller each time your fighter takes abuse. The fighter whose life gauge vanishes completely is knocked out and loses the fight.

Timer: This shows the amount of time in the fight. When the timer reaches zero, the fighter with the least amount of vitality left in his or her life gauge loses the fight. The timer can be adjusted or turned off in the Option Menu.

Victory: This shows the total number of rounds won by each fighter. In the default game, the first fighter to win two rounds win the match. The number of rounds can also be set in the Options Menu.

Champion’s Total Time: Arcade Mode only. This shows the total amount of time the current champion has lasted in the arena against his or her opponents.



Game Over/Continue

The game ends as soon as your fighter loses a match. The Continue screen appears next. To continue with your current level and opponent, press Z for Player 1, ENTER for Player 2 before the timer runs out.

The Player Select screen appears next. Select your fighter, then press Z or ENTER to move on to your first round with the opponent you lost to in your last game.

You have an unlimited number of Continues in both Arcade and VS Modes.

Ranking Mode: The game ends as soon as your fighter loses a match. The Ranking screen appears, showing your progress. There is no Continue option for this mode.

The Virtua Fighters

Akira



Full Name:

Akira Yuki

Nationality:

Japanese

Date of Birth:

September 23,
1968

Occupation: Kung Fu Instructor

Hobby: Kung Fu

Technique: Hakkyoku-ken

Already a legendary master of the art of Hakkyoku-ken, Akira has spent the past year traveling and honing his skills to a razor edge. Though he didn't win the first tournament, he considered it a learning experience, and eagerly anticipates trying out his new moves on all comers.

Regular Attacks

Chuusui: Punch

Housui: Punch (while crouching)

Shoutai:

Kick

Youzentai:

Kick (while crouching)

Sokutai:

↘ Kick

Small-Jump Attacks

Rakuhou Sousui: Punch (simultaneous with jump)

Rakuhosui: Punch (on way up)

Choushitai: Kick (on way up)

Shitai: Kick (just before landing)

Giant Leap Attacks

Rakugeki Sousui: [→+Punch] (on way up)

Toukyaku: Kick (simultaneous with jump)

Hidantai: [→+Kick] (on way up, opponent in front)

Rakuho Tai: Kick (on way up)

Fujintai: Kick (immediately after apex)

Fuumon Toukai: [←+Kick] (on way up, hits opponent from behind)

Special Moves & Combos

Renkantai: →→ Kick Kick

Jyoho Chouchuu: → Punch

Rimon Chouchuu: →→ Punch

Yakuho Chouchuu: →→→ Punch

Mouko Kouhazan: ↓ → Punch

Youhou: ↘ ↘ Punch

Tetsuzan Kou: ←→→ [Punch+Kick]

Soukahou: ↘ Punch (on fallen opponent)

Shin Iha: ↘ → Punch (close to opponent)

Youshi Senrin: ← ↘ [Punch+Kick] (close to opponent)

Daiden Housui: → [Punch+Kick] (close to opponent)

Junho Honko: ← ↓ [Punch+Block] (close to opponent)

Kaiko: → [Punch+Block] (close to opponent)

Honko: ← [Punch+Block] (close to opponent)

Gekiho Honko:	↓ [Punch+Block] (close to opponent)
Shinpo Riko:	↙ [Punch+Block] (close to opponent)
Gaimon Chouchuu:	Block [←+Punch] (countering high punch)
Tai Atari:	Block [↙+Punch] (countering midlevel kick)
Koutoubu Naguri:	Block [↓+Punch] (countering low punch)
Rimon:	Block [↙+Punch] (countering elbow attack)
Hougeki	
Unshin Soukoshou:	(close to opponent) [Punch+Kick+Block] (immediately followed by:) ←↘ [Punch+Kick] (immediately followed by:) ↓→ Punch or ↓← Punch

Pai



Full Name:
Pai Chan
Nationality:
Chinese
(Hong Kong)
Date of Birth:
May 17, 1975

Occupation: Action Film Star

Hobby: Dancing

Technique: Ensei-ken

Even though Pai is Lau's daughter, there is little love between the two-while Lau pursued his obsessive search for perfection, Pai's mother toiled so hard to support the family that she died of overwork. Pai never forgave Lau for her mother's death, and swore she would someday beat Lau at his own game. Though she didn't have what it took to defeat him in the last tournament, this time she's armed with a few new techniques that just might knock Lau out of the champion's position. And with Lau out of the way, the others should fall like dominoes.

Regular Attacks

Chuu:	Punch
Souchuu Ken:	Punch (while crouching)
Koushuutai:	Kick
Sensai Tai:	Kick (while crouching)
Senchuu Tai:	↘ Kick

Small-Jump Attacks

Toukuu Soushou:	Punch (simultaneous with jump)
Toudan Kensui:	Punch (on way up)
Hishitai:	Kick (on way up)
Sokushuu Tai:	Kick (just before landing)

Giant-Leap Attacks

Rakugeki Souken:	[→+Punch] (on way up)
Hien Toukyaku:	Kick (simultaneously with jump)
Hien Youshuu:	[→+Kick] (on way up, opponent in front)
Hien Kaikyaku:	Kick (on way up)
Enshou Fujinkyaku:	Kick (immediately after apex)

Enhaishou:	[←+Kick] (on way up, hits opponent from behind)
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Special Moves & Combos

Senpuuga:	[Kick+Block]
Enjin Senpuukyaku:	←[Kick+Block]
Renkan	
Tenshin Kyaku:	Punch Punch Punch Kick
Ensen Shuu:	[Kick+Block] (while crouching)
Renkan	
Tenshin Soukyaku:	Punch Punch Punch ↓ Kick
Renken Senpuuga:	Punch [Kick+Block] (after opponent punches)
Renken Ensenshuu:	Punch ↓ [Kick+Block] (after opponent punches)
Hai Tentai:	↖ Kick
Renkan	
Haitenkyaku:	Punch Punch Punch ↖ Kick
Taitou Risenkyaku:	Kick (while standing from crouch)

Koutan Kyaku:	→[→+Kick]
Hien Rekkyaku:	[↗+Kick] Kick
Senchuu Ken:	↘ Punch
Rikensui:	←[←+Punch]
Raiin Shouda:	↘ Punch (on fallen opponent)
Sokushin Inshou:	→→[Punch+Kick] (close to opponent)
Senpuu Enjin:	←→Punch (close to opponent)
Tenchi Touraku:	→↓ Punch (close to opponent)
Seien Katou:	←↓[Punch+Block] (close to opponent)
Ensen Hairyuu:	← Punch (use as counter to punch)
Rasen Anshou:	← Punch (use as counter to kick)
Kakyaku Senten:	↖ Punch (to counter opponent's midlevel kick)
Enfuu Rinshou:	→[Kick+Punch+Block] (on crouching opponent)

Lau



Full Name:
Lau Chan
Nationality:
Chinese
Date of Birth:
October 2, 1940

Occupation: Cook

Hobby: Chinese Poetry

Technique: Koen-ken

Lau strives for perfection in anything he does, whether it's working as a famous chef in China or acquiring the title of the most powerful fighter in the world. Though declared champion, Lau was far from satisfied with his performance, so after the first tournament, he headed for the mountains for an excruciating year-long regimen of training. He hopes that in the next tournament he'll be able to perform up to his own exacting standards.

Regular Attacks

Chuu Ken:	Punch
Souchuu Ken:	[↓+Punch]

Katsumentai:	Kick
Sensai Tai:	[↓+Kick]
Senchuu Tai:	↘ Kick

Small-Jump Attacks

Toukuu Shashou:	Punch (simultaneous with jump)
Toukuu Chuuken:	Punch (on way up)
Hishitai:	Kick (on way up)
Tenshin Soutai:	Kick (just before landing)

Giant-Leap Attacks

Touraku	
Sousuishou:	[→+Punch] (on way up)
Hishuutai:	Kick (simultaneous with jump)
Toukuu Soutai:	[→+Kick] (on way up, opponent in front)
Toukuu Tankyaku:	Kick (on way up)
Toukuu Fujinkyaku:	Kick (immediately after apex)
Kokyaku Haishou:	[←+Kick] (hits opponent from behind)

Special Moves & Combos

Senpuuga:	[Kick+Block]
Ensen Shuu:	[Kick+Block] (while crouching)
Renkan	
Tenshinkyaku:	Punch Punch Punch Kick
Renkan	
Tenshin Soukyaku:	Punch Punch Punch ↓ Kick
Renken Senpuuga:	Punch [Kick+Block] (after opponent punches)
Renken Ensenshuu:	Punch ↓ [Kick+Block] (after opponent punches)
Renshou Senpuuga:	↘ Punch [Kick+Block] (after opponent punches)
Renshou Ensenshuu:	↘ Punch ↓ [Kick+Block] (after opponent punches)
Souken Senpuutai:	Punch Punch Kick
Kokyaku Haiten:	↖ Kick
Renkan	
Haitenkyaku:	Punch Punch Punch ↖ Kick
Taitouri Senkyaku:	Kick (when standing from a crouch)

Toukuu
 Kosen Kyaku: [↗ +Kick]
 Kuuko Kyaku: ↗ [Kick+Block]
 Chisoutai: →↓ Kick
 Chuugeki: → Punch
 Shakashou: ↘ Punch
 Shajoushou: ↘ Punch
 Junpo Chuushou: ↘↘ Punch
 Honshin Chuugeki: ↖ Punch
 Fumitsuke: ↘ Kick (use on fallen opponent)
 Ryuusha Senten: ← Punch (close to opponent)
 Tenshin Haiinshou: ←→ Punch (close to opponent)
 Ryuushu Katou: ←↘ [Punch+Block] (close to opponent)

Wolf



Full Name:
 Wolf Hawkfield
 Nationality:
 Canadian
 Date of Birth:
 February 8, 1966

Occupation: Pro Wrestler

Hobby: Karaoke

Technique: Pro Wrestling

Wolf worked as a lumberjack until he was discovered by a scout and encouraged to take up professional wrestling. It wasn't long before he became invincible in the sport. He entered the World Fighting Tournament in order to find an opponent skilled enough to call a rival. It wasn't long before Akira gave him exactly what he was looking for, and the two set up a friendly but intense competition. At the end of the first tournament, both swore they would battle again. Now that chance has arrived, and Wolf has his eye on the championship.

Regular Attacks

Straight Hammer: Punch
 Low Hammer: [↓ +Punch]
 High Kick: Kick
 Low Smash: [↓ +Kick]
 Face-Lift Kick: ↘ Kick

Small-Jump Attacks

Step Hammer: Punch (simultaneous with jump)
 Rock Punch: Punch (on way up)
 Toe Crush: Kick (on way up)
 Hammer Edge: Kick (just before landing)

Giant-Leap Attacks

Jumping Lariat: [→ +Punch (on way up)]
 Rising Toe: Kick (simultaneous with jump)
 Hammer Kick: Kick (on way up)
 Heel Crush: Kick (immediately after apex)
 Back Side Kick: [← +Kick] (hits opponent from behind)

Special Moves & Combos

Knee Blast: → Kick
 Drop Kick: ↗ Kick
 Neck Cut Kick: [Kick+Block]
 Rolling Saw Butt: → [Kick+Block]
 Flying Kneel Kick: → [→ +Kick+Block]
 Front Roll Kick: ←→ [Block+Kick]
 Hammer Kick: Punch Kick
 Body Blow: → Punch
 Level Back Chop: ← Punch
 Elbow Butt: ← [Punch+Kick]
 Elbow Smash: Punch Punch [→ +Punch]
 Sonic Upper: ↘ Punch
 Vertical Upper: ↘ Punch
 Reverse Sledgehammer: ↓ → Punch
 Axe Lariat: →→ Punch
 Shoulder Attack: ←→ Punch
 Somersault Drop: ↑ Kick (on fallen opponent)
 Elbow Drop: ↘ Punch (on fallen opponent)

- Body Slam: → Punch (close to opponent)
- Frankensteiner: ↗ [Kick+Block] (close to opponent)
- Steiner Screwdriver: ↘ ↘ [Punch+Kick] (close to opponent)
- Giant Swing: ↙ ↙ ↘ ↘ → Punch (close to opponent)
- Double-Arm Suplex: ↙ [Punch+Kick+Block] (use on crouching opponent)
- Tiger Drive: ↘ [Punch+Kick+Block] (on crouching opponent)
- Side Suplex: ↓ [Punch+Block] (on crouching opponent)
- Dragon Suplex: [Punch+Kick+Block] (standing behind opponent)
- Dragon Screw: ↙ Punch (to counter opponent's midlevel kick)

Jeffry



Full Name:
Jeffry McWild

Nationality:
Australian

Date of Birth:
February 20, 1957

Occupation: Fisherman

Hobby: Reggae Music

Technique: Pancratium

Jeffry uses the prize money from his fighting tournaments to maintain a fishing boat, his chief source of livelihood. All his life, he has sought one trophy above others: the legendary, man-eating "Devil Shark." Their last battle was the most ferocious yet, but the shark escaped, leaving nothing of Jeffry's boat but splinters. So Jeffry polished up his fighting techniques and is stepping into the ring again. If he wins this time, he can buy a new boat and get rid of his nemesis once and for all.

Regular Attacks

- Straight Knuckle: Punch
- Low Knuckle: [↓ +Punch]
- Upper Kick: Kick
- Vertical Kick: [↓ +Kick]
- Side Kick: ↘ Kick

Small-Jump Attacks

- Hammer Down: Punch (simultaneous with jump)
- Step Knuckle: Punch (on way up)
- Step Kick: Kick (on way up)
- Pushing Kick: Kick (just before landing)

Giant-Leap Attacks

- Rising Sun Hammer: [→ +Punch] (on way up)
- Killing Bites: Kick (simultaneous with jump)
- Jumping Foot Stomp: [→ +Kick] (on way up, opponent in front)
- Flying Low Kick: Kick (on way up)

- Heel Stomp: Kick (immediately after apex)
- Rear Kick: [← +Kick] (hits opponent from behind)

Special Moves & Combos

- Knuckle Kick: Punch Kick
- Knee Attack: [→ +Kick]
- Toe kick: [↓ +Kick]
- Toe Kick Hammer: [↓ +Kick] Punch
- Kenka Kick: → [→ +Kick]
- Heel Attack: → [↓ +Kick]
- Vertical Upper: ↘ Punch
- Double Upper: [↘ +Punch] Punch
- Dashing Elbow: → [→ +Punch]
- Elbow Upper: → [→ +Punch] Punch
- Elbow Hammer: [→ +Punch]
[← +Punch]
- Elbow Stamp: ← → Punch
- Head Attack: → [Punch+Kick]
- Hell Stab: [↓ +Punch+Kick]
- Elbow Attack: ← ↘ Punch

Stomach Crush:	↘ [→ +Punch+Kick]
Hip Attack:	[Punch+Kick+Block]
Stomping:	↘ Kick (on fallen opponent)
Power Slam:	→ Punch (close to opponent)
Body Lift:	← [Punch+Block] (close to opponent)
Splash Mountain:	↘ ↘ [Punch+Kick] (close to opponent)
Front Back Breaker:	←→→ [Punch+Kick+Block] (close to opponent)
Iron Claw:	↓ Punch (on crouching opponent)
Power Bomb:	↘ [Punch+Kick+Block] (on crouching opponent)
Machine Gun	
Knee Lift:	↓ → Kick (on crouching opponent)
Triple Head Butt:	←→ [Punch+Kick] (close to opponent, followed by:) → [Punch+Kick] (Followed by:) → [Punch+Kick]

Kage



Full Name: Kage-maru
Nationality: Japanese
Date of Birth: June 6, 1971

Occupation: Ninja

Hobby: Mah-jongg

Technique: Hagakure-ryu Jujutsu

Not much can be said about Kage's background, only that he is searching for the mysterious organization that murdered his father and kidnapped his mother. His search led him to the first tournament, which he entered in order to pick up clues. Though he made an impressive showing as a fighter, he was unable to bring the syndicate to light...however, he did receive word that his mother might still be alive. He has stepped into the arena again in the hope that once declared champion, he will be able to find out more.

Regular Attacks

Danken:	Punch
Jizuri Dan:	[↓ +Punch]
Tsukikaeshikeri:	Kick
Surigeri:	[↓ +Kick]
Naka Geri:	↘ Kick

Small-Jump Attacks

Shutou:	Punch
Tobi Seiken:	Punch (on way up)
Tobi Maegeri:	Kick (simultaneous with jump)
Jitsumuji:	Kick (just before landing)

Giant-Leap Attacks

Rakuyou:	[→ +Punch] (on way up)
Hishougeri:	Kick (simultaneous with jump)
Kuuhadan:	[→ +Kick] (on way up, opponent in front)
Marutageri:	Kick (on way up)

Tobi Kakato Geri:	Kick (immediately after apex)
Kaiten Enzui Geri:	[← +Kick] (hits opponent from behind)

Special Moves & Combos

Hagasane:	Punch Kick
Resshou Kyaku:	Punch Punch Kick
Sandan Urageri:	Punch Punch Punch Kick
Senpuu Geri:	↘ Kick
Sandan	
Fuujin Kyaku:	Punch Punch Punch ↘ Kick
Suisha Geri:	↘ [Kick+Block]
Genyou:	← [Kick+Block]
Tsumuji Geri:	[Kick+Block] (standing from crouch)
Fushin Hiza Geri:	↓ → Kick
Ryuuuei Kyaku:	→ [→ +Kick]
Hagaryuu:	→→ [Kick+Block]
Rairyuu	
Hishoukyaku:	→→ [Punch+Kick+Block]
Jibashiri:	← ↘ ↓ Kick

Kaiten Jizuri Kyaku: ←↵↓↵→Kick

Kouten Jizuri Kyaku: →↵↓↵←Kick

Renkan Zenten: ←↵↓→Punch
(following a front roll)
←↵↓↵→Kick
(following a front roll)
←↵↓↵→[Punch+
Kick+Block] (following a
front roll)

Fuusenjin: ↓[Punch+Kick]
[Punch+Kick]

Risenjin: ↓→[Punch+Kick]
[Punch+Kick]

Hiji Uchi: →Punch

Kakato Otoshi: ↘Kick (on fallen
opponent)

Katana Gasumi: [Punch+Kick Block]
(close to opponent)

Koenraku: ←Punch (close to
opponent)

Kagegasumi: ←→Punch (close to
opponent)

Kote Gaeshi: ↓Punch (use to counter
a high punch)

Side Roll: Block←

Sarah



Full Name:
Sarah Bryant

Nationality:
American

Date of Birth:
July 4, 1973

Occupation: College Student

Hobby: Skydiving

Technique: Jeet Kune Do

Kidnapped, brainwashed, and groomed for combat by an underground organization, Sarah Bryant was pitted against her brother in the first tournament. The organization had hoped to eliminate Jacky this way, but because they couldn't control Sarah completely, she failed to carry out her orders. She has spent the past year being reconditioned under a new set of teachers. By the time she steps into the arena again, she will be the ultimate fighting machine.

Regular Attacks

Straight Lead: Punch
Squat Straight: Punch (while crouching)
Vertical Hook Kick: Kick
Low Kick: Kick (while crouching)
Middle Kick: ↘Kick

Small-Jump Attacks

Elbow: Punch (simultaneous
with jump)
Step Straight: Punch (on way up)
Step Hook Kick: Kick (on way up)
Step Heel Kick: Kick (just before
landing)

Giant-Leap Attacks

Jumping Hook
Knuckles: [→+Punch (on way up)]
Jump Kick: Kick (simultaneous with
jump)
Dragon Kick: [→+Kick] (on way up,
opponent in front)
Middle Kick: Kick (on way up)

Heel Kick: Kick (immediately after
apex)
Jump Over Kick: [←+Kick] (hits oppo-
nent from behind)

Special Moves & Combos

Leg Slicer: [Kick+Block] (while
crouching)
Illusion Kick: ↘Kick Kick
Mirage Kick: ↘Kick Kick Kick
Double Kick: ←Kick
Jackknife Kick: ↓Kick
Jackknife Kick+Slide: ↓Kick Kick
Round Kick: ↑Kick
Step Round Kick: ↗Kick
Spinning Kick: [Kick+Block]
Side Hook Kick: ↖[Kick+Block]
Tornado Kick: ↗[Kick+Block]
Double Spin Kick: ↓←Kick Kick
Dashing Knee: →→Kick
Rising Knee: ↓→Kick
Double-Step Knee: →Kick ↘Kick

High Kick & Straight: Kick Punch

Rising Knee Combo: Punch Punch Punch Kick

Rising Kick Combo: Punch Punch Punch
↑ Kick

Somersault Kick: ↖ Kick

Somersault Combo: Punch Punch Punch
↖ Kick

Double-Joint Butt: → Punch Kick

Punch & Side Kick: Punch [↓ +Kick]

Snap Back Knuckle: ↘ Punch

Sway Smash: ↙ Punch

Soccer Ball Kick: ↘ Kick (on fallen opponent)

Neck Breaker Drop: →→ Punch (close to opponent)

Shun



Full Name: Shun-di
Nationality: Chinese
Date of Birth: January 2, 1912

Occupation: Herbal Doctor

Hobby: Collecting Medicinal Herbs

Technique: Drunken Kung fu

Under the guise of a hermit taking shelter deep in the mountains of northern China, Shun spent his days instructing young students in several esoteric and deadly martial arts. One day, while drinking with two old friends (who happened to be grand masters in the arts of Hakkyoku-ken and Hissou-ken), Shun learned that his contemporaries had students who had achieved high ranks in the previous World Fighting Tournament, and were planning to return for the next. This sounded intriguing, and Shun decided to enter the tournament as well. His old friends tried their best to discourage him-what could one old man do against such powerful young

contenders? But Shun would not be turned away. It's time to show those youngsters a trick or two...

Regular Attacks

Chougeki: Punch
Fuku Chougeki: [↓ +Punch]
Koushuu Tai: Kick
Gyousen Tai: [↓ +Kick]
Sokuten Kyaku: ↘ Kick

Small-Jump Attacks

Touchihan Soushou: Punch (simultaneous with jump)
Rakuho Chuugeki: Punch (on way up)
Ryuubi Kyaku: Kick (simultaneous with jump)
Saika Tai: Kick (on way up)
Jigen Tai: Kick (on way up)

Giant-Leap Attacks

Soushou
Touraku Geki: → Punch (on way up)
Touku Kyaku: Kick (simultaneous with jump)

Soutai Rakushuu: [→ +Kick] (on way up, opponent in front)
Kuuhi Tankyaku: Kick (on way up)
Rakuhi Shoutai: Kick (immediately after apex)
Hai Soutai Rakushuu: [← +Kick] (hits opponent from behind)

Special Moves & Combos

Gyoushin Toutai: ← Kick
Senshi: ↗ Kick
Haitourensen Kyaku: ↖ ↖ Kick
Goshuu Rentai: [↖ +Kick] Kick Block
Chuubu Souten Kyaku: → [→ +Kick]
Kousoku
Kouhi Fushi: [Block+Kick]
Senpuu Soutai: [Block+Kick] (while crouching)
Toukyaku: ↓ [Block+Kick]
Honshin
Rensen Kyaku: ← [Block Kick]
Renpuu Soutai: [↓ +Punch+Kick] Kick Kick (after drinking 3 times)

Ousoushu: [Block+Kick] Punch

Tenshin
Souchuushou: [Punch+Kick]

Zabantetsu: ↓ ↓

Saikei Kyaku: Kick (from seated position only)

Tentouritsu: → ↓ ↓ ↙ ↘

Toshinren Kyaku: Kick (from Tentouritsu position only)

Haisenchuu: ↙ Punch

Ousogeki: ← Punch

Hiten Hougeki: ↗ Punch

Rensai Gakushu: → Punch

Getsuya Saigeki: → Punch (while crouching)

Chouwan Ryouken: ↓ ↘ → Punch

Koushin Hifushutsu: [←+Block] Punch

Tanhi Chougeki: [↙+Block] Punch

Kousoku Hifushutsu: [↙+Block] Punch+Kick

Toushin Chuugeki: [Block+Punch+Kick] (close to opponent)

Kousoku Zenhi: Block ↘

Jacky



Full Name:
Jacky Bryant

Nationality:
American

Date of Birth:
August 28, 1970

Occupation: Indy Car Racer

Hobby: Training

Technique: Jeet Kune Do

One fateful day, hotshot race driver and Jeet Kune Do master Jacky Bryant was separated from his sister, Sarah, when she was kidnapped by an underground syndicate. After years of searching, he learned that Sarah was being trained for combat and was considered tops in the art of Jeet Kune Do. When the first World Fighting Tournament was announced, Jacky took the challenge in the hopes of finding and rescuing Sarah from the syndicate. But once a winner was declared, Sarah vanished. Jacky spent the next year training for the ensuing bout he knew would come. This time he plans to win the championship and take Sarah back for sure.

Regular Attacks

Straight Lead: Punch
Squatting Straight: Punch (while crouching)
Vertical Hook Kick: Kick
Low Kick: Kick (while crouching)
Middle Kick: ↘ Kick

Small-Jump Attacks

Elbow: Punch (simultaneous with jump)
Step Straight: Punch (on way up)
Step Hook Kick: Kick (on way up)
Step Heel Kick: Kick (just before landing)

Giant-Leap Attacks

Jumping
Hook Knuckle: [→+Punch] (on way up)
Jump Kick: Kick (simultaneous with jump)
Drop kick: [→+Kick] (on way up, opponent in front)
Middle Kick: Kick (on way up)
Heel Kick: Kick (just before landing)

Jump Over Kick: [←+Kick] (hits opponent from behind)

Special Moves & Combos

Side Hook Kick: ← Kick
Toe Kick: ↓ Kick
Knee Kick: → Kick
Dashing
Hammer Kick: →→ Kick
Somersault Kick: ↖ Kick
Leg Slicer: [Kick+Block] (while crouching)
Spinning kick: [Kick+Block]
Middle Spin Kick: ←→ [Kick+Block]
Lightning Kick: ↓ [Punch+Kick] Kick Kick...
Double
Spinning Kick: Kick Kick
Punch & Spin Kick: Punch Kick
Punch & Low Spin Kick: Punch ↓ Kick
Double Punch & Snap Kick: Punch Punch Kick
Spinning
Back Knuckle: ← Punch

Spinning Low
Spin Kick:

←Punch ↓ Kick

Double Spin
Knuckle:

←Punch Punch

Spinning Slant
Back Knuckle:

←Punch ↙ Punch

Jab, Straight,
& Back Knuckle:

Punch Punch ← Punch

Rising Elbow:

→ Punch

Elbow Spin Kick:

→ Punch Kick

Elbow Combo:

Punch Punch → Punch

Elbow & Spin

Kick Combo:

Punch Punch → Punch
Kick

Smash Hook:

↘ Punch

Slant Back Knuckle:

↙ Punch

Slant Low Spin Kick:

↙ Punch ↓ Kick

Beat Knuckle:

[Punch+Kick]

Soccer Ball Kick:

↘ Kick (on fallen
opponent)

Neck Breaker Drop:

→→Punch
(closer to opponent)

Knee Strike:

→←[Punch+Kick]
(close to opponent)

Lion



Full Name:

Lion Rafale

Nationality: French

Date of Birth:

December 24, 1979

Occupation: High
school student

Hobby: Skateboarding

Technique: Tourou-ken

A wealthy, prominent French family, the Rafales were known first and foremost for their success in aircraft research and development, but this business was only a front for an underground weapons trade. Lion Rafale grew up with the best education available, and had been groomed all his life to follow in his father's footsteps, but once he discovered his father was a "death merchant," Lion wanted nothing at all to do with the family business. His father has given him an ultimatum: if he wants out of the family legacy, he has to prove he can be successful enough in whatever he does to be worthy of the Rafale name. In other words, if Lion wins the World Fighting Tournament, his father will free him of all family obligations.

Regular Attacks

Tousui:

Punch

Katousui:

[↓ +Punch]

Senshin Tai:

Kick

Atsu Tai:

[↓ +Kick]

Dantai:

↘ Kick

Small-Jump Attacks

Tou Kuugeki Shou:

Punch (on way up)

Senpui Tai:

Kick (simultaneous with
jump)

Toukuu Shoukyaku:

Kick (on way up)

Chisou Shoukyaku:

Kick (just before landing)

Giant-Leap Attacks

Toukuuraku Sousui:

→ Punch (on way up)

Chou Hidantai:

Kick (simultaneous with
jump)

Toukuuraku Soutai:

[→ +Kick] (on way up)

Hichuu Sentai:

Kick (on way up)

Rakufu Jintai:

Kick (immediately after
apex)

Roukuuraku Haitai:

[← +Kick] (hits oppo-
nent from behind)

Special Moves & Combos

Koushu teishitsu:

→ Kick

Sentenkuu Kyaku:

↗ Kick

Zensoutai:

[↓ +Kick] Kick

Katoutai:

↑ Kick Kick

Senkyuutai:

↓ ↓ Kick

Kousoutai:

↓ [Block + Kick]

Shitsu Chisoutai:

↘ [Block + Kick]

Tenshin

Ryoin Kyaku:

→→ [Block + Kick]

Zensoutai, Katoutai:

[↓ +Kick] [Kick+Block]

Taizon Soukoushu:

← Punch

Juuchou Senshou:

↑ Punch

Senshitsu:

→ [→ +Punch]

Tougeki Shou:

[↙ +Punch] Punch

Senin Shou,

Rakugeki Shou:

[↙ +Punch] Punch

Rensoukoushu:

Punch Punch (from
crouching position)

Touho Soushu:

[Block+Punch]

Touho Haisousui:

↘ [Block+Punch]

Mabanshu:

Block→Punch

Shaho Shasousui:	Block [↘+Punch]
Souji Senpuu:	→[Punch+Block]
Renkoushu Haishu:	[Block+Punch] (behind opponent)
Fuushu Shuutai:	←[Punch+Kick] (close to opponent)
Saishu Houkou:	→→[Block+Punch] (close to opponent)
Tenshin Soukoushu:	→↘↓↙← [Block+Punch] (close to opponent)
Shazen Ho:	[↘+Block]
Shakou Ho:	[↙+Block]

Trouble Shooting

Question #1: Does Virtua Fighter 2 require an MMX processor, or will it work on a Pentium-class processor?

Answer: Virtua Fighter 2 will work with either an MMX processor in your computer or a native Pentium class processor without MMX.

Question #2: After installing the game, I am experiencing Video problems. What could have caused this and how can I fix it?

Answer:

What most likely happened is Microsoft's Direct X overwrote your video drivers. Since Virtua Fighter 2 uses Direct X3, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

- 1) Double Click on the "My Computer" icon.
- 2) Double Click on the "Control Panel" icon.
- 3) Double Click on the "Add/Remove Programs" icon.
- 4) Choose Direct X Drivers and then hit the Add/Remove Programs Button.
- 5) Click on the "Restore Display Drivers" button.

If this does not fix your video issue, you should download the latest Direct X compatible video drivers from your video card manufacturer's web site.

Here is a list of certain video cards which require special Direct X drivers to be downloaded from your video card manufacturer's web site:

1. Some ATI brand video cards
(www.atitech.com)
2. Chips and Technologies
(www.chips.com)
3. Diamond Multimedia
(www.diamondmm.com)
4. Matrox (www.matrox.com)
5. Number 9 (www.nine.com)
6. Simply the Best
(www.stb.com)
7. Silicon Integrated Systems "SiS"
(www.sis.com.tw)
8. Tseng Labs
(www.tseng.com)

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #3: I get sound effects, but no music during gameplay? How do I fix this?

Answer: The music in Virtua Fighter 2 is CD Audio. You should try to play tracks 2 or higher on the Virtua Fighter 2 CD-ROM to see if your CD audio is properly set up. If you cannot hear the CD Audio under the Windows 95 CD Player (Start Button → Programs → Accessories → Multimedia → CD Player), you need to:

- 1) Make sure that the CD Audio volume is not muted (under Windows 95 Volume Control)
- 2) Make sure that your CD-ROM drive is connected to your Sound Card.

Question #4: During gameplay, I get CD Audio, but no Sound Effects. How do I fix this?

Answer: 1) Make sure that the Sound Effects volume is not muted (under Windows 95 Volume Control)
2) Direct X could have overwritten your Sound Drivers. Since Virtua Fighter 2 uses Direct X3, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

- 1) Double Click on the "My Computer" icon.
- 2) Double Click on the "Control Panel" icon.
- 3) Double Click on the "Add/Remove Programs" icon.

- 4) Choose Direct X and then hit the Add/Remove Programs Button.
- 5) Click on the “Restore Audio Drivers” button.

If this does not fix your sound issue, you should download the latest Direct X compatible sound drivers from your sound card manufacturer’s web site. Here is a list of certain sound cards which require special Direct X drivers to be downloaded from your sound card manufacturer’s web site:

- 1) Aztech Labs - standard in most Packard Bell computers (www.aztechca.com)
- 2) Crystal Semiconductor (www.crystal.com)
- 3) MWAVE (<http://watson.mmb.sfu.ca/new.html>)
- 4) OPTi (www.opti.com) or (<ftp://ftp.opti.com/pub/multimed/>)
- 5) Sound Blaster 64 AWE or Sound Blaster 32 AWE (www.soundblaster.com)

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #5: I want to play a head to head network game using TCP/IP protocol, but I do

not know my IP address. How do I find out my IP address?

Answer: If you have TCP/IP installed under Network Properties, Windows 95 has a built in command called “winipcfg”. Go to the Start Button, choose “Run” and then type “winipcfg” and a dialog box will appear with your IP address. The person who creates a new game should enter in the IP address of their computer and the person joining the game should enter in the IP address of the computer where the game was created.

Question #6: I inserted the Virtua Fighter 2 CD into the drive and am getting a message: “Line 253 = COMMON...” and the game will not install - what do I do?

Answer: The solution is to download the Windows 95 CD-ROM drivers from your CD-ROM drive either from your CD-ROM manufacturer or from www.windows95.com.

Question #7: How can I optimize Virtua Fighter 2 to run faster on my PC?

Answer: We have included several PC specific options to allow you to get the best performance possible on the PC. Some ways of making Virtua Fighter 2 run faster are:

- 1) Make sure you have the proper Direct X video drivers - this is the #1 cause of

slow down. (See answer to Question #2)

- 2) Make sure all other programs are closed or disabled.
- 3) Try playing with low detailed background and stage textures.
- 4) Try playing in quarter screen mode.
- 5) Try playing in low resolution or 256 colors.

Question #8: I am having trouble hooking up my gamepad/joystick. What do I need to do?

Answer: Virtua Fighter 2 uses Direct Input, so all you should need to do is properly configure and calibrate your joystick/gamepad under the Joystick icon in the Windows 95 control panel. Once you have done this, start Virtua Fighter 2, go to the Options Menu in the menubar and choose “Device Settings.” Choose the input method you want to use “Keyboard, Joystick and Keyboard, 2 Joysticks, Microsoft Sidewinder (both Player 1 and Player 2 can play head to head with MS Sidewinder gamepads), etc.

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